Amendments To The Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1-56. (Cancelled)

57.   (New) A gaming machine comprising:

        a housing;

        a master gaming controller coupled to the housing configured to control a game played on the gaming machine;

        a display coupled to the housing and configured to display the game controlled by the master gaming controller;

        one or more input devices coupled to the housing for accepting indicia of credit, wherein the indicia of credit are for making wagers on the game played on the gaming machine;

        a first game server configured to provide one or more gaming services to a first plurality of gaming machines in a first network and to a second plurality of gaming machines in a second network,

        wherein the one or more gaming services are selected from the group consisting of progressive game play, bonus game play, accounting services, game serving, and game configuration;

        a communication interface configured to communicate with the first plurality of gaming machines via the first network;

        wherein the first game server is configured to do the following:

            send at least one request for gaming information to the first and second pluralities of gaming machines, the gaming information including a first portion and a second portion, and

            receive at least the first portion of the gaming information from at least one of the first plurality of gaming machines via the communication interface;

        a concentrator configured to do the following:

            communicate with the second plurality of gaming machines via the second network,

receive a least the second portion of the gaming information from at least two of the second plurality of gaming machines,

combine the information from the at least two of the second plurality of gaming machines to generate a combined second portion, and

provide the combined second portion of the gaming information to the first game server; and

a translator configured to do the following:

communicate with the second plurality of gaming machines via the second network,

translate the gaming information between two communication protocols, wherein the first plurality of games is compatible with the first communication protocol, and the second plurality of games is compatible with the second communication protocol,

send the gaming information to the first game server using the first protocol, and

send the gaming information to a second game server located on a remote gaming machine of the second network using the second protocol,

wherein the first game server is further configured to provide the gaming services to the first plurality of gaming machines using the gaming information, including the first portion, the second portion, or a combination thereof.

58.   (New) The gaming machine of claim 57, wherein the first game server is further configured to:

communicate with the second plurality of gaming machines via the second network; and

provide the gaming services to the second plurality of gaming machines using the gaming information, including the first portion, the second portion, or a combination thereof.

59.   (New) The gaming machine of claim 57, wherein the first game server is further configured to receive the first portion of the gaming information from a third game server located on a second gaming machine of the first network.

60. (New) The gaming machine of claim 57, wherein the game played on the gaming machine is selected from the group consisting of slot games, video poker, video black jack, keno, and lottery.

61. (New) The gaming machine of claim 57, wherein at least two gaming machines in the first plurality of gaming machines are connected in at least one loop.

62. (New) The gaming machine of claim 57, wherein gaming machines in the first plurality of gaming machines are connected using fiber optic connections, wire connections, or wireless connections.

63. (New) The gaming machine of claim 57, further comprising a memory device storing the gaming information wherein the memory device is removable from the gaming machine.

64. (New) The gaming machine of claim 57, wherein the gaming information includes a number of games played, a number of wins, a number of losses, a game event, an amount of money wagered for one or more gaming machines, or a combination thereof.

65. (New) The gaming machine of claim 57, wherein the gaming information includes game coding instructions that allow a master gaming controller to present the game to a player on the gaming machine.

66. (New) The gaming machine of claim 57, wherein the gaming information includes game configuration information that configures the gaming machine for game play of a particular game.

67. (New) A method for providing gaming services to a group of gaming machines connected in a network, the method comprising:

providing a gaming machine comprising i) a housing; ii) a master gaming controller coupled to the housing designed or configured to control a game played on the gaming machine; iii) a display coupled to the housing for displaying the game controlled by the master gaming controller; iv) one or more input devices coupled to the housing for

accepting indicia of credit wherein the indicia of credit are for making wagers on the game played on the gaming machine; v) a first game server configured to provide one or more gaming services to a first plurality of gaming machines in a first network and to a second plurality of gaming machines in a second network; and vi) a communication interface connected to the first network of gaming machines,

wherein the one or more gaming services are selected from the group consisting of progressive game play, bonus game play, accounting services, game serving, and game configuration;

communicating with the first plurality of gaming machines via the first network;

sending at least one request for gaming information to the first and second pluralities of gaming machines, the gaming information including a first portion and a second portion;

receiving at least the first portion of the gaming information from at least one of the first plurality of gaming machines via the communication interface;

communicating with the second plurality of gaming machines via the second network;

receiving a least the second portion of the gaming information from at least two of the second plurality of gaming machines,

combining the information from the at least two of the second plurality of gaming machines to produce a combined second portion;

providing the combined second portion of the gaming information to the first game server;

translating the gaming information between two communication protocols, wherein the first plurality of games is compatible with the first communication protocol, and the second plurality of games is compatible with the second communication protocol;

sending the gaming information to the first game server using the first protocol;

sending the gaming information to a second game server located on a remote gaming machine of the second network using the second protocol; and

providing the gaming services to the first plurality of gaming machines using the gaming information, including the first portion, the second portion, or a combination thereof.

68.   (New) The method of claim 67, further comprising:

communicating with the second plurality of gaming machines via the second network; and

providing the gaming services to the second plurality of gaming machines using the gaming information, including the first portion, the second portion, or a combination thereof.

69.   (New) The method of claim 67, further comprising receiving the first portion of the gaming information from a third game server located on a second gaming machine of the first network.

70.   (New) The method of claim 67, wherein the game played on the gaming machine is selected from the group consisting of slot games, video poker, video black jack, keno, and lottery.

71.   (New) The method of claim 67, wherein at least two gaming machines in the first plurality of gaming machines are connected in at least one loop.

72.   (New) The method of claim 67, wherein gaming machines in the first plurality of gaming machines are connected using fiber optic connections, wire connections, or wireless connections.

73.   (New) The method of claim 67, further comprising storing the gaming information in a memory device included in the gaming machine, wherein the memory device is removable from the gaming machine.

74.   (New) The method of claim 67, wherein the gaming information includes a number of games played, a number of wins, a number of losses, a game event, an amount of money wagered for one or more gaming machines, or a combination thereof.

75.   (New) The method of claim 67, wherein the gaming information includes game coding instructions that allow a master gaming controller to present the game to a player on the gaming machine.

76.   (New) The method of claim 67, wherein the gaming information includes game configuration information that configures the gaming machine for game play of a particular game.